
Melody Hall

Introduction To
Programming 2 TM

User's Manual

Intermediate Game Design (Slot Machine)

Sprite Designer

For Commodore 64 and 128 Computers (64K, 40-column)

First Edition

Introduction To Programming 2

John A. Mitchell

From *Machine Design (2nd Edition)*

John A. Mitchell

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Loading the Main Menu

1. Turn on your computer, disk drive, printer and monitor.
2. Insert the program disk in your disk drive.
3. Type LOAD“:★”,8 and press [RETURN].
4. When the word READY appears, type RUN and press [RETURN].

Slot Machine

This software package will help you learn several key concepts in the art of computer programming. You will take part in the actual design of “Slot Machine,” a game of skill and chance with a little luck thrown in for good measure.

Full instructions for this program are available in the file called INSTRUCTIONS. To print these instructions, select 1 on the main menu. Make sure your printer is hooked up, turned on and ready to print. Full instructions and program listings for Slot Machine will then begin printing.

The printed instructions and this manual are designed to be used together. The cursor commands and illustrations in this manual will be referred to throughout the printed instructions.

The following is a list for both cursor commands and graphic symbols that are used throughout the Slot Machine program listings.

Cursor Commands

When you read:

[CLR]
[HOME]
[UP]
[DOWN]
[RIGHT]
[LEFT]

You type:

SHIFT CLR/HOME
CLR/HOME
SHIFT CRSR ↓↑
CRSR ↓↑
CRSR ⇔
SHIFT CRSR ⇔

Graphics

When you read:

You type:

[RVS ON]
[RVS OFF]
[SPACE]
[C= U]
[BLK]
[BLU]
[GRN]
[PUR]
[RED]
[WHT]
[YEL]
[L RED]

CTRL 9
CTRL 0
SPACE BAR
C= U
CTRL 1
CTRL 7
CTRL 6
CTRL 5
CTRL 3
CTRL 2
CTRL 8
CTRL 3

The characters that appear within brackets in the left-hand column, are entered into your program by following the directions in the right-hand column. [HOME] for example, means to press the CLR/HOME key. [DOWN] means to press the cursor up and down key. [UP] means holding down the SHIFT key while pressing the cursor up and down key at the same time.

Anytime there appears a [C=] in brackets, followed by another character, press the Commodore key while pressing the other character at the same time. For example, when you read [C= U], you press the Commodore key and the letter U at the same time.

Whenever a number appears within the brackets of a control character, that character is then entered that many designated times. [5 SPACES] for example, means pressing the space bar 5 times; [3 C= U] means holding down the Commodore key and pressing the U key three times.

Sprite Designer

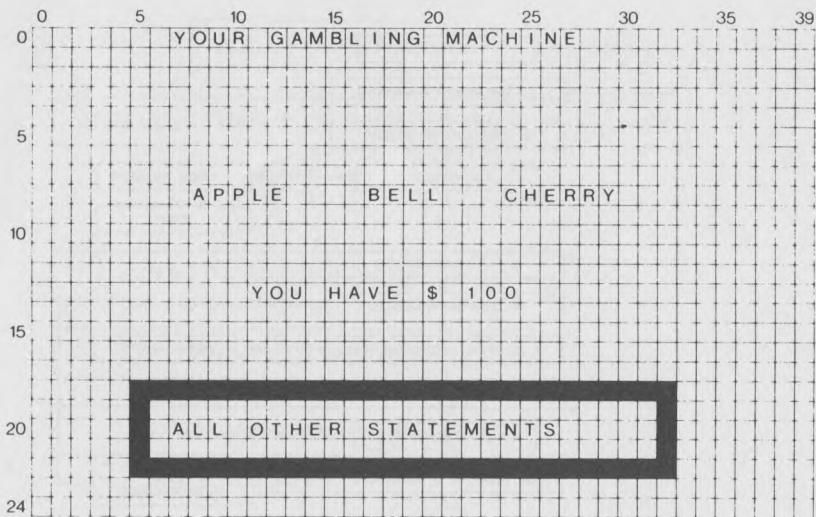
The instructions and program listing for the Sprite Designer are included in the printed instructions under the heading: Version 2: Enhanced Program.

Illustrations

You will be referred to the following illustrations in the printed instructions.

3000 Design

Basic Screen Display



Light Red

Figure 1

Basic Main Program

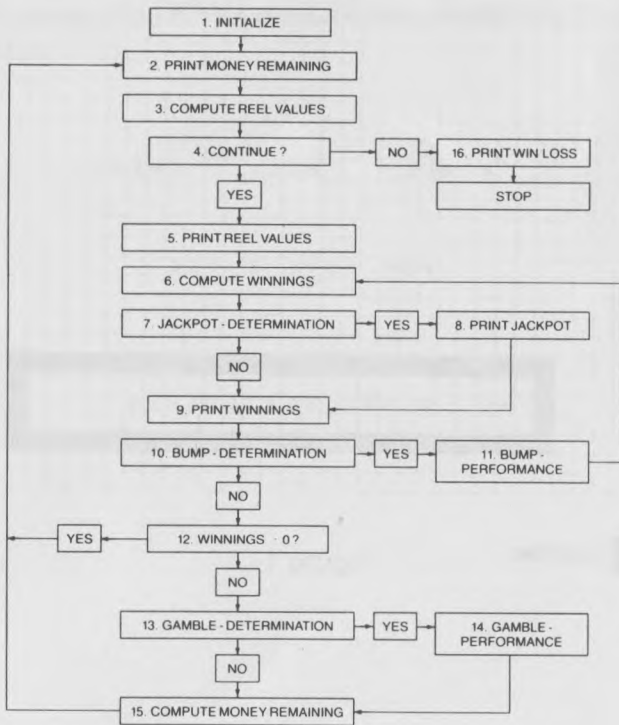


Figure 2

Basic Bump

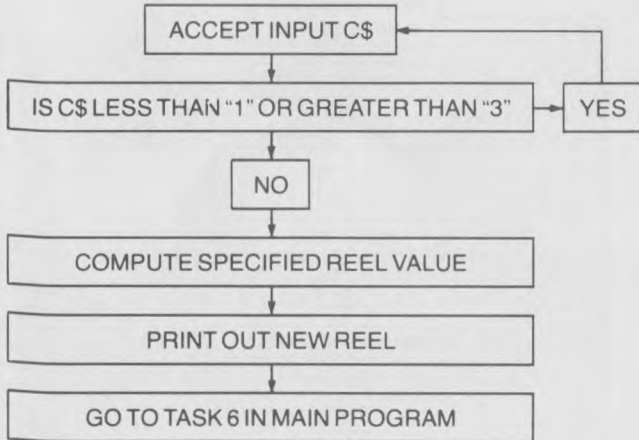


Figure 3

Basic Gamble

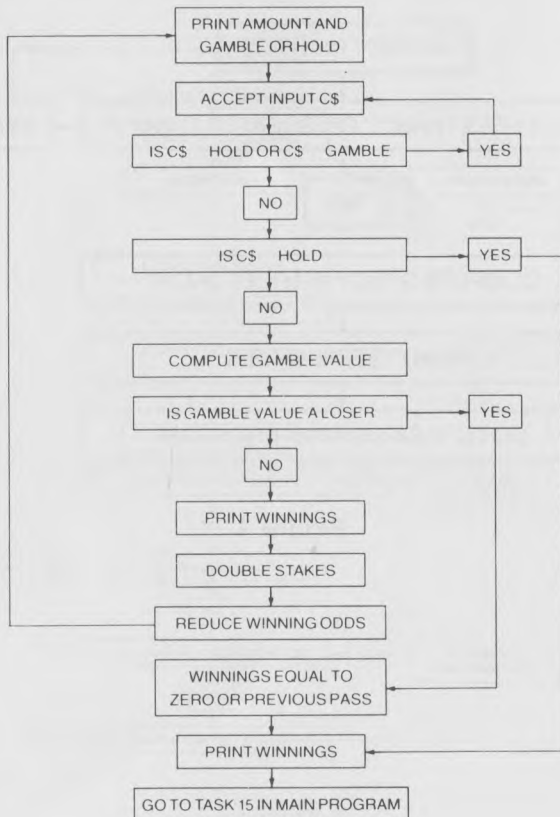


Figure 4

Enhanced Screen Display

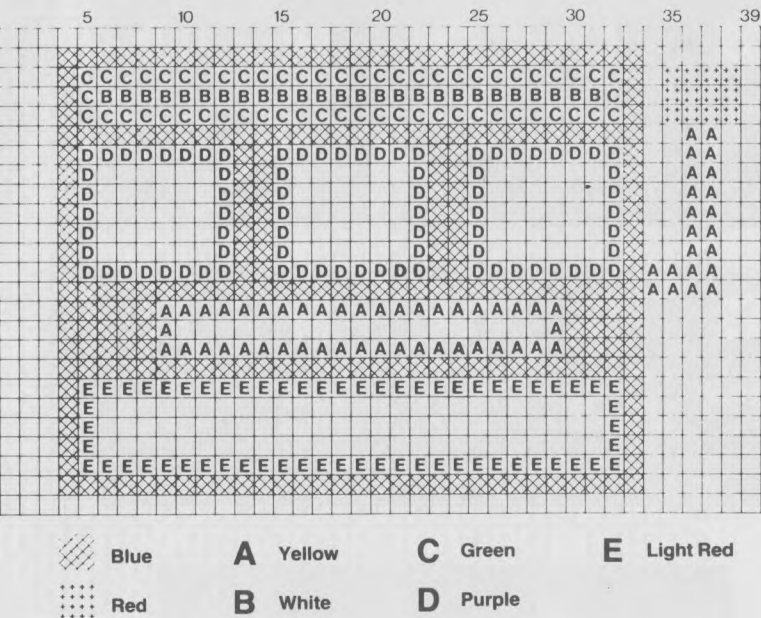


Figure 5

Sprite Editor Coding

	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	1	1	1	1
3	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	1	1	1	1	1	1
4	1	1	1	1	1	1	1	1	1	1	1	1	2	2	1	1	1	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1	1	1	1	1	1	2	2	1	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1	1	2	2	2	2	1	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	2	2	1	1	1	1	2	2	1	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1	1	2	2	1	1	1	1	2	2	1	1	1	1	1	1	1	1
9	1	1	1	1	1	1	2	2	1	1	1	1	1	1	1	2	2	1	1	1	1	1	1	1
0	1	1	1	1	1	1	2	2	1	1	1	1	1	1	1	2	2	1	1	1	1	1	1	1
1	1	1	1	1	3	3	3	3	1	1	1	1	1	1	1	3	3	3	3	3	1	1	1	1
2	1	1	3	3	3	3	3	3	3	3	1	1	1	1	3	3	3	3	3	3	3	3	1	1
3	1	1	3	3	3	3	3	3	3	3	1	1	1	1	3	3	3	3	3	3	3	3	1	1
4	1	1	3	3	3	3	3	3	3	3	1	1	1	1	3	3	3	3	3	3	3	3	1	1
5	1	1	3	3	3	3	3	3	3	3	1	1	1	1	3	3	3	3	3	3	3	3	1	1
6	1	1	3	3	3	3	3	3	3	3	1	1	1	1	3	3	3	3	3	3	3	3	1	1
7	1	1	1	1	3	3	3	3	3	1	1	1	1	1	1	1	3	3	3	3	1	1	1	1
8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Figure 6

Cut Here.....

Keyboard Overlays

1 SPRITE COLOR 1	2 SPRITE COLOR 2	3 SPRITE COLOR 3	4 ERASE	5 X EXPAND
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6 Y EXPAND	7 VIEW DATA	8 VIEW SPRITE	9 NEW SCREEN	Ø END
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CHANGE SPRITE BACKGROUND COLOR (F7)	CHANGE SPRITE COLOR 3 (F5)	CHANGE SPRITE COLOR 2 (F3)	CHANGE SPRITE COLOR 1 (F1)
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